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SLINGSHOT



EVERY MAN'S HAND • THE SOUND OF BATTLE • GOING BACK TO GAUGAMELA
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TELAMON IN ANAHEIM

by Andrew Gledhill

DBA is alive and well in Southern California, where a refight of Telamon produced an interesting and pretty game that was clean and exciting, in the best tradition of DBA. A second Telamon was fought after lunch. Another battle report is hopefully in the works?

Harry Dudrow, who champions DBA in Southern California, and I set out to refight Telamon (what else?) using 2 matched pairs of 12-element armies made up of lovely 25mm figures that are pretty ancient themselves.



Gallant and Ancient Romans.

Harry's collection allowed us to field DBA 3.0 armies from lists II/11 Gauls and II/33 Polybian Roman.

[For reference, the battle took place at the Knights of Columbus in Anaheim (only 3 miles from Disneyland) where the St Crispins Irregulars hold monthly hobby days that are a fixture in the calendar of the HMGS-PSW (Historical Miniature Gaming Society - Pacific South West). Technically the game was run GLADBAG (Greater Los Angeles DBA Group), but that's too much detail.]

Each Roman army, led by the Consuls Regulus and Papus, followed the standard format:

- 1 x Cav General
- 1 x Cav
- 6 x Blades (Hastati/Principes)
- 2 x Spear (Triarii)
- 2 x Psiloi (Velites)

while the Gauls under Aneroëstes and Concolitanus, fielded

- 1 x LCh General
- 1 x Cav General
- 2 x LCh
- 5 x Cav
- 4 x Fast Warband (Gaesatae)
- 9 x Solid Warband
- 2 x Psiloi

We wanted to use rules as close to normal DBA as possible, but made the following adjustments:

1. In the first three bounds only mounted units could be moved. This was to stimulate mounted conflict at the start of the battle.
2. Roman break points were set at the usual 4 out of 12 elements, while for the Gauls, who had more to lose and nowhere to run, we allowed 6 elements out of each 12 to be lost before an army was deemed destroyed.
3. We allowed both Gaul commanders to give orders to any Gallic troops. This was to reflect the idea that the two Gaesatae generals had been hired as a package deal to lead the operation.

The setup for the game was simple. At one end of the table was a hill on which the consul Regulus and his cavalry escort started the game—a long way from the rest of his troops and triggering the Gauls' deployment and cavalry attack.



Telamon from above Regulus' position, so far from his legions.

This hill was divided from the rest of the field by a narrow gully running alongside the road—intended to make it a little more difficult for cavalry on the hill to intervene in the expected infantry battle.

The Gauls were on a range of hills, where sheep may safely graze, in the centre of the table and facing in two directions.



Gauls defending their spoils.

A patch of rough ground was placed between the Gaesatae and the legions of Consul Papus. This was to replicate the terrain that encouraged the Gaesatae to take off their trousers, as Polybius explained:

the Gaesatae had discarded these garments owing to their proud confidence in themselves, and stood naked, with nothing but their arms, in front of the whole army, thinking that thus they would be more efficient, as some of the ground was overgrown with brambles which would catch in their clothes and impede the use of their weapons.

So they took their clothes off to run through brambles. Tough cookies.

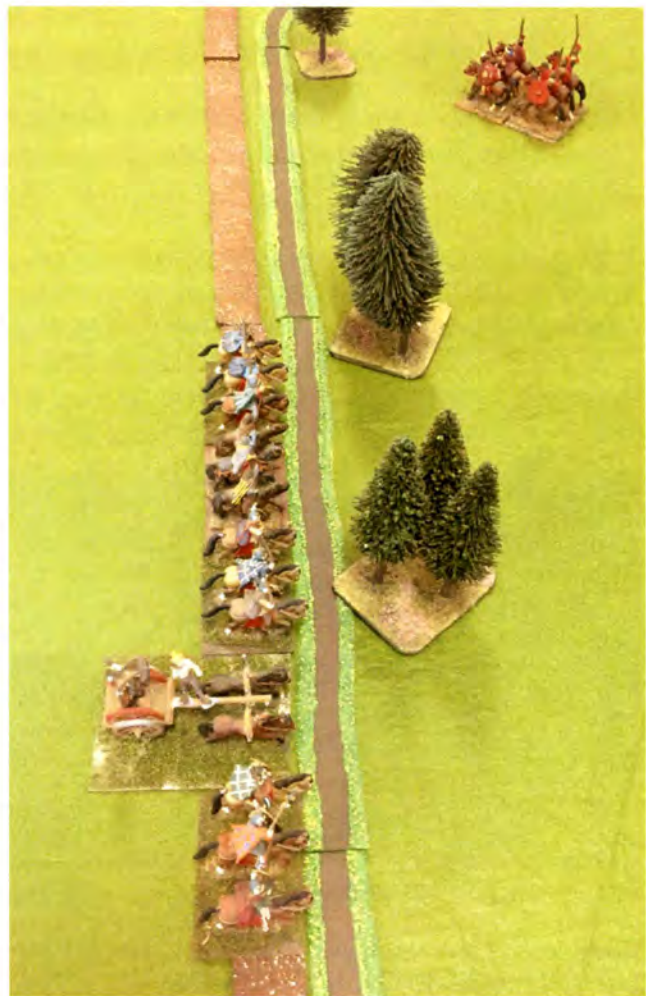
The game opened with the Aneroëstes in his chariot and supporting cavalry moving to get to the Romans on the hill above.

The Consul Regulus could see from the hill that his fellow consul had moved towards him, but not with much enthusiasm, so, perhaps having a premonition of losing his head, he opted for caution and fled back towards his legions on the plain.

Seeing this, Aneroëstes turned about and, taking two cavalry units with him, rushed to cut off the exposed Consul Papus. The Consul did not fancy the fight and rode across the front of his own troops to their extreme left, where he remained for the rest of the battle.

At this Aneroëstes and his cavalry crashed into the Roman blades on the right of their line. They angled back to meet him, meaning they had no flank support from the rest of their line.

With repeated charges, Aneroëstes's chariot cut down two blade units before the spear-armed triarii came to fill the gap.



Regulus makes an exit as the Gauls advance.



Consul Papus on the run.

Meanwhile the mass of Gallic war bands came down from the hill and smashed into the front of the legionary ranks, and achieved nothing. On their right, the Gaesatae got their revenge on history by charging and destroying the two Roman psiloi units. The Romans were now down by four units and were declared broken.



The warband attacks Papus' legions.

Meanwhile Concolitanus picked up the remaining cavalry from the Gallic right and attacked Regulus while he moved at speed towards his lines. Regulus proved to be a shrewd tactician, and the gods were not with the Gauls in spite of their numbers. Over the course of eight turns they were pushed back to the gully at the foot of the hill and destroyed by Regulus, backed by cavalry and triarii. Concolitanus fell with them, for a total of 5 units lost, plus one extra for the general, and the army was broken.

While this struggle went on Concolitanus' warband formed into deep columns and moved downhill towards the Ro-



Regulus rolls another 6.



Warband make contact with Regulus' legions.

man line, which had scarcely moved, meaning they had a long way to go.

Their supporting chariot unit had more difficulty than one might expect with a Roman psiloi unit, and the crashing mass of the warband just bounced off the Roman blades.

By this time the Gauls under Aneroëstes had cleared the field of Romans and could have returned to help their fellows, but the human acting as the living embodiment of Aneroëstes chose to go for lunch. This was taken as a message from divine forces that the Gauls were making good their escape, taking their booty with

them. This was technically a draw, but a big step up for the Gauls, compared to their historic destruction.

Did it work as a game? There was no attempt to replicate the numbers involved, or to field a Roman force perhaps 50% larger than the Gauls' armies, but we did end up with a Gallic mounted component much larger than the Romans', which matches history, and those cavalry did not entirely disgrace themselves this time. Warbands did about as well as they ever do in DBA, but some of the Gauls made it home.

An enjoyable excuse to get some ancient figures back in action, for a game that took a little over an hour. In the rematch after lunch the Gauls did even better, but that's another story.